

POKER GAMES

Standard (Traditional) Ranking Order of High Hands (Highest – Lowest)

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. Highest Card

Standard (Traditional) Ranking Order of Low Hands (8 or better - Best to Worst)

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|---------------|---------------|---------------|---------------|
| 1. A 2 3 4 5 | 15. 2 3 4 6 7 | 29. A 3 4 6 8 | 43. 2 3 5 7 8 |
| 2. A 2 3 4 6 | 16. A 2 5 6 7 | 30. 2 3 4 6 8 | 44. A 4 5 7 8 |
| 3. A 2 3 5 6 | 17. A 3 5 6 7 | 31. A 2 5 6 8 | 45. 2 4 5 7 8 |
| 4. A 2 4 5 6 | 18. 2 3 5 6 7 | 32. A 3 5 6 8 | 46. 3 4 5 7 8 |
| 5. A 3 4 5 6 | 19. A 4 5 6 7 | 33. 2 3 5 6 8 | 47. A 2 6 7 8 |
| 6. 2 3 4 5 6 | 20. 2 4 5 6 7 | 34. A 4 5 6 8 | 48. A 3 6 7 8 |
| 7. A 2 3 4 7 | 21. 3 4 5 6 7 | 35. 2 4 5 6 8 | 49. 2 3 6 7 8 |
| 8. A 2 3 5 7 | 22. A 2 3 4 8 | 36. 3 4 5 6 8 | 50. A 4 6 7 8 |
| 9. A 2 4 5 7 | 23. A 2 3 5 8 | 37. A 2 3 7 8 | 51. 2 4 6 7 8 |
| 10. A 3 4 5 7 | 24. A 2 4 5 8 | 38. A 2 4 7 8 | 52. 3 4 6 7 8 |
| 11. 2 3 4 5 7 | 25. A 3 4 5 8 | 39. A 3 4 7 8 | 53. A 5 6 7 8 |
| 12. A 2 3 6 7 | 26. 2 3 4 5 8 | 40. 2 3 4 7 8 | 54. 2 5 6 7 8 |
| 13. A 2 4 6 7 | 27. A 2 3 6 8 | 41. A 2 5 7 8 | 55. 3 5 6 7 8 |
| 14. A 3 4 6 7 | 28. A 2 4 6 8 | 42. A 3 5 7 8 | 56. 4 5 6 7 8 |

Hold'em

In Hold'em (a.k.a. Texas Hold'em), each player receives two cards face down. Five community cards are then turned face-up upon the table. Hold'em has structured betting; i.e. the betting is "split limit" (example: 3-6 limit indicates a \$3 wager for the "lower" limit and a \$6 wager for the "higher" limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final two (2) betting rounds. Spread limit games may be offered.

1. Hold'em is played using a standard 52-card deck. The object is to make the best high hand among competing Players using the traditional ranking of poker hands.
2. A Dealer Button is used to indicate the Player who, in theory, dealt the cards for that pot. The button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first.
3. Method of Play: Blinds are posted as in many other poker games; i.e. the first two players after the Dealer Button post a wager before the cards are dealt, a small blind and a large blind. The large blind is equal to the "lower" betting limit, with

- the small blind being less than the large blind. In the 3-6 limit game described above, the large blind would be \$3 and the small blind \$1.
4. Each player is dealt two cards; face down, one at a time, in rotation in turn.
 5. A round of betting ensues for players who wish to continue and contend for the pot, where players have the option to fold, call, or raise.
 6. Three cards are turned face up in the middle of the table. These are commonly called the “flop”.
 7. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button. Betting for this round is at the “lower” limit.
 8. A fourth card is turned next to the initial three. (Fourth Street/”The Turn”). Betting for this and subsequent betting rounds are at the “higher” limit.
 9. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button.
 10. A fifth and final card is turned next to the previous four. (“The River Card”) These five cards are common to all active players.
 11. A final round of betting ensues, beginning with the first active player after the Dealer Button.
 12. All active players expose their hands, beginning with the first player initiating action (a bet, raise, or a check if there was no bet) on the final betting round. Using the best of their personal two cards and the five community cards, the active player with the best five carded High Hand is awarded the pot. Players may use two, one or none (playing the board) of their personal cards to form their hand.
 13. **Collection:** The collection will be taken in one of two ways as posted on the table: (1) Time Collection – each player will post a specified amount every ½ hour. (2) Button Collection – the player with the Dealer Button will post the specified collection.
 14. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

No-Limit Hold'em

No-Limit Hold'em (a.k.a. No-Limit Texas Hold'em) is played the same as Hold'em (see above) with the following exceptions: No-Limit Hold'em has no structured betting; i.e. players may bet any amount between the minimum opening bet to the entirety of their chips. On the first betting round, the first player entering the pot must “open” the pot for a wager at least the sum total of the blinds. Collection will be taken as a Time Collection - each player will post a specified amount (as posted on the table) every ½ hour.

Omaha High/Low

In Omaha High/Low, each player receives four cards face down. Five community cards are then turned face upon-up the table. Omaha has structured betting; i.e. the betting is "split limit" (example: 4-8 limit indicates a \$4 wager for the "lower" limit and a \$8 wager for the "higher" limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final two (2) betting rounds. Spread limit games may be offered. Omaha games may be offered with a "½ kill", indicating that the limit is increased by 50% (½ kill) after a player wins a complete pot of a predetermined amount.

At showdown time, the best low hand, providing it is an "8-or-Better", will split the pot with the best high hand. Should there be no Player holding an "8-or-Better to qualify" for the low hand, the entire pot is awarded to the best exposed High Hand.

Players must use two of their personal four cards along with three of the common five to form a traditional poker hand, High and/or Low. They may use a different set of two cards to form each hand.

1. Omaha High/Low is played using a standard 52-card deck. The object is to make the best high hand among competing Players using the traditional ranking of poker hands, and/or the best low hand using traditional lowball ranking of poker hands.
2. A Dealer Button is used to indicate the Player who, in theory, dealt the cards for that pot. The button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first.
3. Method of Play: Blinds are posted as in many other poker games; i.e. the first two players after the Dealer Button post a wager before the cards are dealt, a small blind and a large blind. The large blind is equal to the "lower" betting limit, with the small blind being less than the large blind. In the 4-8 limit game described above, the large blind would be \$4 and the small blind \$2.
4. Each player is dealt four cards; face down, one at a time, in rotation in turn.
5. A round of betting ensues for players who wish to continue and contend for the pot, where players have the option to fold, call, or raise.
6. Three cards are turned face up in the middle of the table. These are commonly called the "flop".
7. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button. Betting for this round is at the "lower" limit.
8. A fourth card is turned next to the initial three. (Fourth Street/"The Turn"). Betting for this and subsequent betting rounds are at the "higher" limit.
9. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button.
10. A fifth and final card is turned next to the previous four. ("The River Card") These five cards are common to all active players.
11. A final round of betting ensues, beginning with the first active player after the Dealer Button.
12. All active players expose their hands, beginning with the first player initiating action (a bet, raise, or a check if there was no bet) on the final betting round.
Using the best two of their personal four cards and three of the five community

cards, the active player with the best five carded High Hand is awarded $\frac{1}{2}$ of the pot. Using the best two of their personal four cards and three of the five community cards, the active player with the best five carded Low Hand is awarded $\frac{1}{2}$ of the pot. If no player has one of the 56 possible low hands, the player with the best five carded High Hand is awarded the entire pot. Players with identical High or Low hands will split their respective share of the pot. Players must use two of their personal cards and three from the community cards to form their hand (any two for a High hand and/or any two for a Low hand).

13. **Collection:** The collection will be taken in one of two ways as posted on the table: (1) Time Collection – each player will post a specified amount every $\frac{1}{2}$ hour. (2) Button Collection – the player with the Dealer Button will post the specified collection.
14. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

Pot-Limit Omaha High/Low

Pot-Limit Omaha High/Low is played the same as Omaha High/Low (see above) with the following exceptions: Pot-Limit Omaha has no structured betting; i.e. players may bet any amount from the minimum opening bet (the amount of the Large Blind) to the current size of the pot. Bets, calls and raises for the current betting round count towards determining the size of the pot.

7 Card Stud

7-Card Stud uses a standard 52-card deck. Traditional ranking of hands apply. The betting is “split limit” (example: 3-6 limit indicates a \$3 wager for the “lower” limit and a \$6 wager for the “higher” limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final three (3) betting rounds (exception: when there is an open pair showing on the second betting round [fourth street], players may bet the higher limit or the smaller limit. Once the higher limit is bet, the remaining betting for that round will be at the higher limit.)

1. Players post an ante.
2. Players are dealt three cards in turn, in rotation, two face-down, one face-up.
3. The Player with the lowest card by suit (whereas the suit ranking from lowest – highest is as follows: Clubs, Diamonds, Hearts, Spades) initiates the betting with a “forced bet” defined by the table limit. The “low” player may also open for a full bet. For example, in the 3-6 limit game described above, the “forced bet” would be \$1 and a full bet would be \$3.
4. The betting round continues, where players have the option to fold, call, or raise.
5. Active players are dealt one card, face up. (4th).
6. A round of betting ensues. For the remaining betting rounds, the player with the highest ranking hand (up-cards only) begins the betting round by checking or betting. Betting for this round is at the “lower” limit, unless a player has an open pair showing, and then players will have the option to bet the “higher” limit.
7. Active players are dealt one card, face up. (5th).

8. A round of betting ensues. Betting for this and subsequent betting rounds are at the "higher" limit.
9. Active players are dealt one card, face up. (6th).
10. A round of betting ensues.
11. Active players are dealt one card, face down. (7th).
12. A final round of betting ensues.
13. Showdown: Active players expose all of their cards. The best five-carded hand, in traditional ranking, wins the pot.
14. **Collection:** The collection will be taken from the antes and before the deal, in accordance to Lucky Chances collection schedules.
15. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

7 Card Stud High/Low

7-Card Stud High/Low is played the same as 7-Card Stud (see above) with the following exceptions: Players may **not** bet the higher limit when there is a pair showing on "fourth street". At showdown time, the low hand, providing it is an "8-or-Better", will split the pot with the high hand. Should there be no Player holding an "8-or-Better to qualify", the entire pot is awarded to the best exposed High Hand. Players may use any five of their personal seven cards to form a traditional poker hand, High and/or Low. They may use a different set of five cards to form each hand.

Wagering Limits

7-Card Stud

\$2 - \$4 Limit

\$3 - \$6 Limit

Limit Texas Hold'em

\$3 - \$6 Limit

\$6 - \$12 Limit

\$9 - \$18 Limit

\$20 - \$40 Limit

\$40 - \$80 Limit

No-Limit Texas Hold'em

\$1-\$1-\$2 Blind, \$4 to open

\$2-\$3-\$5 Blind, \$10 to open

\$10-\$10-\$20 Blind, \$40 to open

Omaha High/Low

\$4 - \$8 Limit w/ \$6 - \$12 kill

DOUBLE HAND POKER

Game Description:

1. Double Hand Poker is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-card and a five-card hand. Traditional Poker rankings are used to determine winners.
2. When Players' hands are compared to the Player-Dealer's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Player-Dealer wins. If one hand is lower and one higher it is a "push" and neither wins.
3. Play rotates clockwise. Each eligible Player has the option:
 - a. To be the Player-Dealer for two consecutive hands;
 - b. For only one hand then pass that privilege; or
 - c. Refuse the option entirely, in which case it is offered to the next Player.
 - d. A Player must wager a minimum of three (3) times during that round of play to be eligible as Player-Dealer.
4. As in many other games, several Players may wager on the same hand, frequently called "backline betting."

Method of Play:

5. Players make a bet.
6. The Dealer deals seven piles of cards of seven each, from left to right, then right to left, alternating until each pile contains seven cards each in the middle of the table.
7. The Player-Dealer selects which pile will be distributed to the first Player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
8. The Player-Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
9. Each pile of seven cards is distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.
10. Players form two hands, a two-card and a five-card hand.
11. When all Players hands have been "set", the Dealer exposes the Player-Dealer's hand, and sets it according to the Player-Dealer's instructions.
12. Each Player's hands are compared to the Player-Dealer's hands to determine the winner according to the criteria in the above paragraphs.

13. Bets are collected and paid only to the extent the Player-Dealer's money is in action.

Example: The Player-Dealer has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Player-Dealer's \$200 are returned to the Player-Dealer and that money is now "out of action". The Player-Dealer now has \$140 left in action. The next Player bet \$60 and won. That bet and \$60 from the Player-Dealer's remaining bet is returned to the winning Player. There has been \$120 of the Player-Dealer's bet removed from action, leaving \$80 for continued action. The process continues until the Player-Dealer's bet has been exhausted, or all bets have been settled. Any money bet by the Player-Dealer which has not received action is returned.

General Rules:

14. Lucky Chances Casino does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against Lucky Chances Casino.
15. **English only** during the play of any hand.
16. Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
17. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
18. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
19. Any amounts over the maximum table limit will receive no action.
20. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
21. All action goes clockwise, starting with the action button.
22. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
23. No bettor can win or lose more than he has bet on a given hand.
24. Players who bet "Kum-Kum" must each wager at least the table minimum.
25. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
26. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.

27. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
28. Backline Players may participate in the play of the hand. If the active player and Backline Player(s) disagree over the play of the hand, the player with the most money in action makes the final decision.
29. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money wagered.
30. In the Player-Dealer position, the largest wager in action makes the final decision, on any disagreement on the play of the hand.
31. The Player-Dealer may allow any person to shake the dice, except a Lucky Chances employee on duty.
32. Once the dealer has announced "no more bets" and opened the dice cup, no one may change his wager.
PENALTY: Possible forfeiture of wager to the extent money covers, exclusions from premises, and subject to prosecution.
33. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player-Dealer's hand are all examples of INFLUENCE).
34. The Dealer is not allowed to pay collection for any Player.
35. The Player-Dealer's hand will not be opened until all hands have been set.
(Exception: "House way" hands will be set in rotation as hands are opened).
36. All Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is not acceptable.
37. If the Player-Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".
38. Any active Player is entitled to ask the Dealer the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.
39. No side bets or proposition bets are allowed.
40. Any Player wagering on a spot the previous hand and having bet a total of three times during that round of play has the option of being the Player-Dealer there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
41. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.

42. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
43. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. The Player may be excluded from the premises and subject to prosecution
44. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
45. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
46. A Player may see one hand only, regardless of the number of hands on which he has wagered
47. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
48. A misdeal will be declared if:
 - a. A Joker or Ace is boxed or exposed; or
 - b. If two or more cards are boxed or exposed.
49. All FOUL hands are considered losing hands for the Player that sets the hand. Any other Players that have bet on that spot will have the hand set "House Way" to determine the outcome of their wager.
50. A Player has a FOUL hand if:
 - a. The two-card front hand is stronger than the five-card back hand; or
 - b. The Player does not have exactly two cards in the front hand; or
 - c. The Player does not have exactly five cards in the back hand; or
 - d. The Player does not protect his hand and it comes in contact with the other cards.
 - e. The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
51. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
52. Players are responsible for the final setting of their hands. A Player's request for setting a hand "House Way" will be honored only if the player has not yet touched the cards.
53. Any "House Way" hand improperly set by the Dealer will be reset by Management, if it can be retrieved intact.
54. The Dealer cannot allow the Player-Dealer to set his hand foul, it will be reset the "House Way" by Management and play will continue.

55. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
56. The Dealer must get the Player-Dealer's instruction with obvious gesture, before opening the first player's hand.
57. Lucky Chances will not be responsible for any hand that is "Ok'ed" for action by the Player-Dealer.
58. Once the first Player's hand is exposed, the Player-Dealer may not reset his hand.
59. Only the Player-Dealer may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of Player-Dealers.
60. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
61. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
62. "COPY": If a Player's front hand has the same value as the Player-Dealer's front hand, it is called a "copy". The Player-Dealer's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
63. When opening a new game the house will give free collection for four (4) hands.

Traditional Poker Hand Rankings

1. Royal Flush
- 1a. 5 Aces
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a kind
8. Two Pair
9. One Pair
10. High Card

Wagering Limits (per betting square)

Low Limit Game:	Minimum \$10	Maximum \$200
Medium Limit Game:	Minimum \$40	Maximum \$500
High Limit Game:	Minimum \$100	Maximum \$1000

PAI GOW

Games Description:

1. The ancient game of Pai Gow is played using Chinese tiles similar, in appearance only, to American dominoes. There are 32 tiles that are arranged into 16 pairs.
2. Each Player is “dealt” four tiles. The object of the game is for Players to set their tiles into the two best combinations of two tiles.
3. A Player wins if both sets are of higher value when matched to the Player-Dealer’s combinations. If one set is superior and the other is not, it is a “push” and neither wins. When the Player-Dealer and a Player have the same ranking combinations, it is called a “COPY” and the Player-Dealer is the winner.
4. Each Player has the opportunity to act as Player-Dealer for up to two consecutive hands, if they choose, or they may decline and the next qualifying Player has the option. To qualify as a Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand. The normal rotation of play in Pai Gow is counter clockwise.
5. **English must** be spoken during the play of the hands.

The Play:

6. Players make a bet.
7. The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.
8. To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.
9. Collection is taken before play begins.
10. Each Player arranges his tiles to make the two highest combinations of rankings.
11. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts and/or the “House Way” chart.
12. When all Players’ tiles have been set, the Player-Dealer exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.
13. The Dealer then exposes each Player’s tiles, one Player at a time, and compares their rankings with the Player-Dealer’s ranking to determine the winner, as prescribed in the opening paragraphs above.
14. In order to win, a Player must arrange his four tiles in two sets of two so that when compared to the Player-Dealer’s two sets of two, they are both superior in ranking. If both sets are of lesser ranking, the Player loses. If one set is superior

- and the other is not, it is a “push” and neither wins. Should the front and/or back set(s) be identical (a copy), the Player-Dealer wins that set(s).
15. Lucky Chances Casino does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Lucky Chances Casino.
 16. Each qualified Player has the option to be the Player-Dealer once, twice, or not at all. No better can win or lose more than he has bet in a given hand.
 17. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
 18. Each Player is responsible for the chips he places on the table. Players bets must be within the table limits.
 19. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
 20. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
 21. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
 22. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
 23. Any amounts over the maximum table limit will receive no action.
 24. All cash must be changed to chips before the action will be accepted. All bets will be paid off in chips.
 25. “Kum-Kum” bets will be paid off and/or collected as one bet.
 26. Players who bet “Kum-Kum” must each wager at least the table minimum.
 27. Players who bet “Kum-Kum” do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from “Kum-Kum” bets.
 28. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer’s hand. Selection of action stack, shaking of dice, and giving an opinion on the setting of tiles are examples of INFLUENCE. The Dealer or Floor Supervisor is allowed to set the tiles “House Way” when requested.
 29. The Dealer is not allowed to pay collection for any Player.
 30. Players must put the entire wager in the betting square before the dice cup is opened by the Dealer. Only chips placed in the betting square play. Stating “money covers” (or other call bets) is NOT acceptable.
 31. No side bets or proposition bets are allowed.

32. Any Player wagering on a betting square on the previous hand and having bet a total of three (3) times during that round of play has the option of being the Player-Dealer on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that betting position
33. The Player-Dealer chooses the style of tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Player-Dealer.
34. The stack that is the last stack on the right side of the loaf of tiles is the "ACTION" stack

Dice Shake and Dealing the Tiles:

35. After all bets have been made, the Player-Dealer shakes the dice cup. The Dealer exposes the dice and distributes the tiles according to the dice total.
36. The Player-Dealer may allow anyone to shake the dice, except a Lucky Chances employee on duty.
37. Beginning with the Player-Dealer as number 1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The Player in the position corresponding to the total of the dice receives the first "ACTION" stack of tiles, and his is the first bet to subsequently be resolved. The Player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table. Starting with the stack on his right and progressing to his left, the Dealer then deals out each stack. (The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.)
38. Any tiles dealt to a seat without a bet are subsequently retrieved by the Dealer. The un-played tiles should not be exposed at this time.

39. Exposed Tiles:

- a. While tiles are being stacked:
 - If the Dealer exposes a "2", a "12", a "LOW 3" or a "LOW 6" he must reshuffle.
 - If the Dealer exposes two or more tiles, all tiles must be reshuffled.
- b. When the Dealer is distributing tiles to a Player:
 - If one tile is exposed, the Player must accept as playable.
 - If two or more tiles are exposed, the Player's hand is dead and his bet is returned.
- c. When the Dealer is distributing tiles to the Player-Dealer:
 - If one tile is exposed, the Player-Dealer must accept it.
 - If two or more tiles are exposed, play is dead; all tiles are reshuffled and restacked.

Setting the Tiles for Play:

40. After the deal, all tiles must remain plainly visible on or above the table.
41. The controlling Player is the one with the most money in action on that position. That Player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.

42. It is each Player's responsibility to arrange his tiles correctly. Hands are played as set. The one exception is: if the player with the most money in action sets the hand that is obviously incorrect (both the front hand and the back hand can be improved) that player plays the hand as set. But the players that are playing in that spot with less money will have the hand reset "House Way".
43. After deciding on his strategy, each Player must place his tiles in front of his bet. The tiles must be arranged in two sets of two or in a stack of four if the Player wants the Dealer to ultimately set the tiles "House Way".
44. A Player may not surrender his hand. All hands will be exposed and read by the Dealer
45. Players are forbidden to show or discuss their hand with any Player involved in another active hand.

Consulting the House Dealer:

46. Should the Player want the Dealer to set the tiles House Way, the Player stacks his tiles in a stack of four. The Dealer will set them House Way after the Player-Dealer's hand has been set, and in normal rotation.
47. The Player-Dealer may also request assistance from the Dealer in the arrangement of his tiles. The Dealer may show different options to setting the tiles, but may not indicate a preference other than to show the "House Way". (See "Opening the Hands").
48. Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
49. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
50. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

Opening the Hands and Settling the Bets:

51. After all the other Players have set their hands, the Dealer gives the Player-Dealer his tiles.
52. The Player-Dealer may allow one other person at the table to handle one or more of his tiles and assist in setting the hand.
53. At the request of the Player-Dealer, the Dealer may show reasonable options in setting the tiles, but the final setting is the Player-Dealer's decision.
54. The Dealer must get the Player-Dealer's instruction to continue, with obvious gesture before opening the first Player's tiles. No Player-Dealer hands will be

reset after the first set of tiles are exposed. The Dealer then opens each Player's tiles in turn, compares the front hand and the back hand against the Player-Dealer's corresponding hands. Winners and losers are determined by criteria previously outlined. When all tiles have been exposed, and each Player's hand compared to the Player-Dealer's, payoffs start.

55. Bets are collected and paid only to the extent the Player-Dealer's wager is in action.

Example: The Player-Dealer has wagered \$200. The first Player bet \$60 and lost. The Player's bet (\$60) and \$60 from the Player-Dealer's \$200 wager are returned to the Player-Dealer. That money is now "out of action". The Player-Dealer now has \$140 left. The next Player bet \$40 and won. His bet (\$40) and \$40 from the Player-Dealer's remaining bet is returned to the winning player. There has been \$100 of the Player-Dealer's bet removed from action, leaving \$100 for continued action. The process continues until the Player-Dealer's bet has been exhausted, or all bets have been settled. Any money bet by the Player-Dealer which has not received action is returned.

Winning Hands:

56. The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.
57. If neither the Player nor the Player-Dealer has a Pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have, a Wong, Gong, or the identical numerical value, the rank value must be used to determine the winner (Refer to the accompanying charts.)
58. If both the Player's hand and the Player-Dealer's hand have the same numerical values (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the "SINGLE RANKING CHART." Only the highest tile each hand is relevant. The other tile does not count in breaking ties in numerical value.
59. If both the Player's hand and the Player-Dealer's hand have numerical values of Zero (a copy), the Player-Dealer wins, regardless of which hand has the highest ranking tile.
60. If both Players have hands of exactly the same rank or value and equivalent high tiles (copy), the Player-Dealer wins.
61. When opening a new game the house will give free collection for four (4) hands.

RANKING OF NON-PAIR HANDS

Nine's (9's)

- #1. 12 + 7
- #2. 2 + 7
- #3. R8 + 11
- #4. R4 + 5
- #5. W10 + 9
- #6. W6 + 3
- #7. W4 + 5
- #8. 11 + W8
- #9. R10 + 9
- #10. R6 + 3

Eight's (8's)

- #1. 12 + 6
- #2. 2 + 6
- #3. R8 + 10
- #4. R4 + W4
- #5. W10 + W8
- #6. 11 + 7
- #7. R10 + W8
- #8. 3 + 5

Seven's (7's)

- #1. 12 + 5
- #2. 2 + 5
- #3. R8 + 9
- #4. R4 + 3
- #5. W10 + 7
- #6. W6 + 11
- #7. W4 + 3
- #8. 11 + R6
- #9. R10 + 7
- #10. 9 + W8

Six's (6's)

- #1. 12 + 4
- #2. 2 + 4
- #3. R8 + W8
- #4. W10 + 6
- #5. W6 + R10
- #6. 11 + 5
- #7. R10 + R6
- #8. Big 7 + 9
- #9. 9 + sm. 7

Five's (5's)

- #1. R8 + 7
- #2. R4 + 11
- #3. W10 + 5
- #4. W6 + 9
- #5. W4 + 11
- #6. R10 + 5
- #7. Big 7 + W8
- #8. R6 + 9
- #9. W8 + Sm. 7

Four's (4's)

- #1. 12 + 2
- #2. R8 + 6
- #3. R4 + 10
- #4. W10 + W4
- #5. W6 + W8
- #6. W4 + R10
- #7. Big 7 + Sm. 7
- #8. R6 + W8
- #9. 9 + 5
- #10. W8 + 3

Three's (3's)

- #1. 12 + 11
- #2. 2 + 11
- #3. R8 + 5
- #4. R4 + 9
- #5. W6 + 7
- #6. W4 + 9
- #7. Big 7 + R6
- #8. R6 + Sm. 7
- #9. W8 + 5

Two's (2's)

- #1. 12 + 10
- #2. 2 + 10
- #3. R8 + 4
- #4. R4 + W8
- #5. W6 + R6
- #6. W4 + W8
- #7. Big 7 + 5
- #8. Sm. 7 + 5

One's (1's)

- #1. R4 + 7
- #2. W10 + 11
- #3. W6 + 5
- #4. W4 + 7
- #5. 11 + R10
- #6. R6 + 5

Zero's (0's)

All zeroes are equal (copies)

SUPER PAN 9

Games Description:

1. Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the Sevens, Eights, Nines, and Tens removed. There is no Joker.
2. Players are each dealt three cards face down, one at a time, in turn, in rotation, and have the option to draw an additional card.
3. The object is for a Player to have cards whose sum total (numerical count) is closer to nine (9) than the sum total of the cards held by the Player-Dealer. Only the last digit is used.
4. Cards have the following value:
Ace = 1
Deuce = 2
Trey = 3
Four = 4
Five = 5
Six = 6
Jack = 10 (0)
Queen = 10 (0)
King = 10 (0)

Examples of sum total (numerical values);

6, 6, 5 = 17 or 7

2, 4, 2 = 8

A, A, Q, 5 = 7

6, 5, J, 3 = 14 or 4

5, 5, K, 6 = 16 or 6

K, K, Q, 6 = 6

5. PAN-9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated Players and backline bettors.
6. In addition, there are two rectangular boxes; one placed horizontally, the other vertically in relation to the Player. The Player places his cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he places his original three cards in the vertical box, the one closer to the Dealer. If the Player wants to draw a card, he so indicates by placing his original three cards in the horizontal box, the one closer to him. In the latter case, this indicates that the Dealer should subsequently deal the Player a fourth card, which is placed in the vertical box.
7. The Player-Dealer's hand should not be exposed until the Dealer sees that all vertical boxes contain the three original cards, or an additional fourth, the draw card.

8. Lucky Chances does not participate in the actual play of the game, and has no interest in the play. No Player ever plays against, or makes a wager against Lucky Chances.
9. **English only** during the play of the hand.
10. A Player has a foul hand if his cards come in contact with other cards. *Players must protect their hands at all times.*
11. Each Player is responsible for the chips he places on the table.
12. Each qualified Player has the option to be the Player-Dealer once, twice, or not at all, per each round of play, in rotation. To qualify as Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand.
13. No side bets or proposition bets are allowed.
14. The Dealer is not allowed to pay collection for any Player.
15. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer's hand. Shaking the dice or giving an opinion regarding taking an additional card are examples of INFLUENCE.
16. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
17. Any Player wagering on a spot on the previous hand has the option of being the Player-Dealer on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
18. Players must bet within the table limits.
19. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
20. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated. On fixed limit – "Condition" – tables only the exact limit will be accepted. No more' no less!
21. Any amounts over the maximum table limit will receive no action.
22. All cash must be changed to chips before the action will be accepted. All bets will be paid off in chips.
23. No bettor can win or lose more than he has bet on a given hand.
24. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
25. Players who bet "Kum-Kum" must each wager at least the table minimum.

26. Players who bet “Kum-Kum” do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from “Kum-Kum” bets.
27. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
28. Backline Players may wager on any betting square not taken by the seated Player.
29. Players must post their entire wager in the betting squares before the dice cup is opened. Stating “money covers” (or other call bets) is not acceptable.
30. Any active Player is entitled to know the amount of the Player-Dealer’s wager, to the extent that it affects the play of his hand.
31. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
32. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
33. All foul hands are considered losing hands to the extent money covers.

Dealing Rules:

34. Play starts at the Action Button seat and progresses clockwise.
35. The Player-Dealer may have anyone shake the dice, except a Lucky Chances employee on duty.
36. A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared “unplayable”, the current hand canceled, and a new shoe put into action. All previous hands stand as played.
37. When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
38. All exposed cards on the initial deal will play as dealt. Cards accidentally exposed by the Dealer on the draw will be replaced after the Player-Dealer’s action is complete.
39. A MISDEAL will be called if:
 - a. It has been determined, before the deal is completed, that cards have gone to the wrong position:
 - b. The Player-Dealer was dealt the wrong number of cards.
40. A Player may have a foul hand if he does not start with exactly three cards.

Rules of Play – Initial Three Cards:

41. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is played.
42. No Player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any cards or hand. The Dealer will give the entire hand to the proper Player, and replace the hand in its proper position.
43. Backline Players may participate in the play of the hand. If the active Player and the Backline Player disagree over the play of the hand, the active Player has the final decision.
44. In the Player-Dealer's position, the largest wager in action has the final decision as to the play of the hand.
45. The Player-Dealer's hand will not be opened until all hands have been set and the draw completed.
46. If the Player-Dealer's hand is accidentally exposed before all hands have been set, the unset hands will be set "House Way"
47. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.
48. Any attempts to switch, pass, hold out cards, or any other illegal action will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
49. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
50. A Player may see only one hand, regardless on how many hands he has wagered on.
51. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
52. Players are responsible for the final play of their hands. If a Player requests assistance on the play of a hand, the Dealer will play it "House Way".
53. Any House Way hand improperly played by the Dealer will be replayed by Management, if it can be retrieved intact. The Dealer will not cause any Player's hand to be fouled or played incorrectly.

Rules of the Draw:

54. Each Player requesting a card places his initial three cards in the back box of the respective position, that is, the box closest to him. If no card is desired, the hand must be placed in the front box, that is, the one closest to the Dealer.

55. A Player has a foul hand if he takes a card and does not end up with exactly four cards.
56. There can be no misdeal declared after the draw has commenced, except when the Player-Dealer's hand does not contain exactly three cards.
57. After the Dealer's announcement "ALL HANDS SET" Players may not touch their wager, their cards, or the draw card.
58. When the Player-Dealer's hand totals three (3) or less, the Dealer will automatically draw a card for the Player-Dealer.
59. When the Player-Dealer's three card total is seven, eight, or nine, he must stand (no draw is allowed).
60. When the Player-Dealer's three card total is four (4), five (5), or six (6), an option to stand or draw must be exercised by the Player-Dealer. The Player-Dealer's hand is not set until he signifies with an obvious gesture and only then will the Dealer start to open the Player's hands.
61. **Payoff of "Kum-Kum" Bets:** "Kum-Kum" bets will be paid off and/or collected as one bet.
62. **"House Way" for Players:** Five or less – takes a card, six or more – stands.
63. **"House Way"** hands for players should be opened first before the action hand incase it has been played incorrectly.
64. When opening a new game the house will give free collection for four (4) hands.

Wagering Limit (per betting square)

All Games: Minimum = \$10 Maximum = \$300

GAME RULES FOR LUCKY CHANCES BLACKJACK

(Revised 9-09-2004)

- 1) **Object:** The object of the game is to get a "Bonus Natural", which consists of two Lucky Chances Logo Cards, or a "Natural" which consists of any Ace and a Lucky Chances Logo Card, in the first two cards. A "Bonus Natural" (two Lucky Chances Logo Cards) will pay 2-1 (two to one, to the extent that "money covers") and beats all other hands (for the Player). A "Natural" (any Ace and a Lucky Chances Logo Card) will pay 3-2 (three to two, to the extent that "money covers"). Should the Player not achieve this combination in their first two cards, the goal is to get a hand as close to 21 without going over 21 that is greater in value than the Dealer's hand.
- 2) **Cards:** The game uses multiple (four to eight) decks of standard cards with one exception: special "Lucky Chances Logo" cards have been added (2 per deck). A "Lucky Chances Logo" card combined with any Ace is a "Natural", or combined with another "Lucky Chances Logo" card is a "Bonus Natural". A "Lucky Chances Logo" card in a hand that is not a "Natural" will have a value of ten (10). Aces have a value of one (1) or eleven (11). Face cards have a value of ten (10). All other cards count as face value.
- 3) **Player-Dealer:** Every Player will have the opportunity to act as the Player-Dealer for one or two hands in turn. The Player-Dealer Position rotates around the table in a continual and systematic manner.
- 4) **Betting:** All Players must pay the collection fee before placing a wager. All bets are placed before the cards are dealt. All bets are between the players and the Player-Dealer. Back-line betting is allowed.
- 5) **Action:** The Player-Dealer shakes the dice cup to determine which player position has its wager settled first. The action button also determines which player receives hit cards first. The Player-Dealer may have anyone shake the dice, except a Lucky Chances Employee on duty.
- 6) **General Rules:** Lucky Chances does not participate in the actual play of the game, and has no interest in the play. No player ever plays against, or makes a wager against Lucky Chances.
- 7) Each Player is responsible for the chips he places on the table.
- 8) No side bets or proposition bets are allowed.
- 9) The House Dealer is not allowed to pay collection for any player
- 10) Each qualified Player has the option to be the Player-Dealer once, twice, or not at all, per each round of play, in rotation. To qualify as Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand.
- 11) Players must bet within the table limits.

- 12) Each table has a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
- 13) Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
- 14) Any amounts over the maximum table limit will receive no action.
- 15) No bettor can lose more than he has bet on a given hand.
- 16) Players place their bets before the dice cup is opened. No change in bets can occur after that point. **PENALTLY:** Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
- 17) Backline players may wager on any betting square not taken by the seated player.
- 18) Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable and will not be honored.
- 19) Any active player is entitled to know the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.
- 20) Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 21) A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 22) All foul hands are considered losing hands to the extent money covers.
- 23) A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. Previous hands stand as played.
- 24) When the House Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
- 25) **Play:** Each player is dealt two (2) cards; one at a time, beginning with the first player to the House Dealer's left. The Player-Dealer receives cards as the last position in front of the House Dealer. The Player-Dealer receives one card face-up. Each player in turn will have the opportunity to receive additional cards, beginning with the first player after the action button. A player may receive as many additional cards as desired, until his total reaches or exceeds "hard" eighteen (18). A player must hit a hand totaling 11 or less. The object of the game is to get a higher-ranking hand than the Player-Dealer. The hand rankings are as follows (where a "Bonus Natural" is a two Lucky Chances Logo cards and a "Natural" is an Ace and a Lucky Chances Logo card:

RANK	TOTAL	RANK	TOTAL
1	"BONUS NATURAL"	10	14
2	"NATURAL"	11	13
3	21	12	12
4	20	13	22
5	19	14	23
6	18	15	24
7	17	16	25
8	16	17	26
9	15	18	27

- 26) When a player has a "Bonus natural" (two Lucky Chances Logo Cards), the player will win 2 times their wager to the extent the Player-Dealer's wager covers. When a player has a "natural" (a Lucky Chances Logo Card and an Ace) and the Player-Dealer does not have a "natural", the player will win 1½ times the amount of their wager to the extent the Player-Dealer's wager covers. When both the player and the Player-Dealer have "naturals", it is considered a "push" and neither player wins. [Exception: a player with a "Bonus Natural" (two Lucky Chances Logo Cards) will win 2 times their wager to the extent the Player-Dealer's wager covers; no matter what hand the Player-Dealer has.]
- 27) A player can "double down" on any first two cards that total 11 or less. The player must post an additional bet equal to the initial wager made. The player will then receive one "hit" card face down. (The player is not allowed to touch the card). The player with the most money in action makes the decision to double down. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). Back-line bettors are not required to post an additional wager.
- 28) A player can split any two cards of the same value (excluding Logo Cards) and receive additional cards on each hand. The player must post an additional bet equal to the initial wager. The player will then receive an additional card to make a two (2) card hand and instruct the House Dealer to hit or stand until completion.
- Player with the most money in action makes the decision to split. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). Back-line bettors that do not wish to post an additional wager will play the first hand in rotation only.
 - A player may split only once.
 - A player splitting a pair of Aces will receive only one (1) draw card on each hand. Should the draw card be a "Lucky Chances Logo Card", it will not be considered a "natural", but will have a value of 21.
 - Double Down is not allowed on a hand that has been "split".

- 29) "Double down" and "split" bets receive no action when the Player-Dealer has a "natural"
- 30) The Player-Dealer must stand on a total of "hard" 17 or more. The Player-Dealer must hit with a total of 16 or less, and must hit a "soft" 17 (a hand containing an Ace that totals 17 where the ace counts as a value of eleven (11)).
- 31) The Player with the most money in action on that hand makes the final decision on receiving additional hit cards. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). In the case of a "split" hand, the same player will make the final decision on both hands.
- 32) When the Player and the Player-Dealer hands total are 21 or below 21, the player closer to 21 wins.
- 33) When the Player and the Player-Dealer hands total are 21 or below 21 and both have the same value, it is a "push" and neither player wins (exception: the Player-Dealer wins when both the player and the Player-Dealer hands total 17).
- 34) When the Player-Dealer's hand total is 21 or less than 21, and the Player's hand total is over 21, the Player-Dealer wins.
- 35) When the Player's hand total is 21 or less than 21, and the Player-Dealer's hand total is over 21, the Player wins.
- 36) When both the Player and the Player-Dealer hands total more than 21, and the Player's hand total is closer to 21 than the Player-Dealer's hand, it is a "push" and neither player wins.
- 37) When both the Player and the Player-Dealer hands total more than 21, and the Player-Dealer's hand total is closer to 21 than the Player's hand, the Player-Dealer wins.
- 38) When both the Player and the Player-Dealer hands total more than 21, and both the Player-Dealer and Player have the same hand total, the Player-Dealer wins.
- 39) Wagers are settled beginning with the first action player (first player in rotation after the action button). Winners are paid in a clockwise order to the extent that money covers. The Player-Dealer's money can be used only once to settle bets, win or lose.

COLLECTION SCHEDULE – Table limit \$10 - \$300 per betting square

Amount of Wager	Collection Fee (per betting square)
\$10 - \$100	\$1.00
\$110 - \$200	\$2.00
\$210 - \$300	\$3.00
Player-Dealer	\$1.00

POKER FEE COLLECTION SCHEDULES

PAGE 1

Hold'em 3-6 limit

7, 8, or 9	Players	\$3 (player on dealer button)
6	Players	\$2 (player on dealer button)
5 or less	Players	\$1 (player on dealer button)

Hold'em 6-12 limit

7, 8, or 9	Players	\$3 (player on dealer button)
6	Players	\$2 (player on dealer button)
5 or less	Players	\$1 (player on dealer button)

Hold'em 9-18 limit

7, 8, or 9	Players	\$3 (player on dealer button)
6	Players	\$2 (player on dealer button)
5 or less	Players	\$1 (player on dealer button)

Hold'em 20-40 limit

7, 8, or 9	Players	\$7 per player/ half hour
6	Players	\$6 per player/ half hour
5 or less	Players	\$5 per player/ half hour

Hold'em 40-80 limit

7, 8, or 9	Players	\$7 per player/ half hour
6	Players	\$6 per player/ half hour
5 or less	Players	\$5 per player/ half hour

Hold'em No Limit (1-1-2 Blinds)

7, 8, or 9	Players	\$6 per player/ half hour
6	Players	\$5 per player/ half hour
5 or less	Players	\$4 per player/ half hour

Hold'em No Limit (2-3-5 Blinds)

7, 8, or 9	Players	\$7 per player/ half hour
6	Players	\$6 per player/ half hour
5 or less	Players	\$5 per player/ half hour

Hold'em No Limit (10-10-20 Blinds)

7, 8, or 9	Players	\$7 per player/ half hour
6	Players	\$6 per player/ half hour
5 or less	Players	\$5 per player/ half hour

Continued

POKER FEE COLLECTION SCHEDULES

PAGE 2

Omaha High-Low 4-8 Limit

8 or 9	Players	\$4 (player on dealer button)
6 or 7	Players	\$3 (player on dealer button)
5 or less	Players	\$2 (player on dealer button)

7-Card Stud 2-4 Limit

6, 7, or 8	Players	\$3 (from antes)
5	Players	\$2 (from antes)
4 or less	Players	\$1 (from antes)

7-Card Stud 3-6 Limit

6, 7, or 8	Players	\$3 (from antes)
5	Players	\$2 (from antes)
4 or less	Players	\$1 (from antes)

ASIAN GAMES COLLECTION SCHEDULE
(January 1 – June 30, 2005)

DOUBLE HAND POKER (low limit game – Table Limit \$10-\$200)

<u>Wager</u>	<u>Collection</u>
\$10 - \$100	\$1
\$110 - \$200	\$2
Player Dealer	\$1
Maximum bet - \$200 per betting square	

DOUBLE HAND POKER (med. limit game – Table Limit \$40 - \$500)

<u>Wager</u>	<u>Collection</u>
\$40 - \$200	\$1
\$220 - \$500	\$2
Player Dealer	\$3
Maximum bet - \$500 per betting square	
Bets must be made in \$20 increments – Only \$20 chips and larger allowed	

DOUBLE HAND POKER (high limit game – Table Limit \$100 - \$1000)

<u>Wager</u>	<u>Collection</u>
\$100 - \$200	\$1
\$300 - \$500	\$3
\$600 - \$1000	\$5
Player-Dealer	\$3
Maximum bet - \$1000 per betting square	
Bets must be made in \$100 increments – Only \$100 chips and larger allowed	

PAI GOW (low limit game – Table Limit \$10 – \$1000)

<u>Wager</u>	<u>Collection</u>
\$10 - \$1000	\$1
Player-Dealer	\$3
2 nd Player-Dealer	\$2
Maximum bet - \$1000 per betting square	

Continued

ASIAN GAMES COLLECTION SCHEDULE

(January 1 – June 30, 2005)

Page 2

PAI GOW (low limit game – Table Limit \$20-\$2000)

<u>Wager</u>	<u>Collection</u>
\$20 - \$1000	\$1
\$1020 - \$2000	\$2
Player-Dealer	\$5
2 nd Player-Dealer	\$2

Maximum bet - \$2000 per betting square

Bets must be made in \$20 increments – Only \$20 chips and larger allowed

PAI GOW (high limit game Bat Wing table – Table Limit \$40-\$4000)

<u>Wager</u>	<u>Collection</u>
\$40 - \$2000	\$1
\$2020 - \$4000	\$2
Player-Dealer	\$5
2 nd Player-Dealer	\$2

Maximum bet - \$4000 per betting square

Bets must be made in \$20 increments – Only \$20 chips and larger allowed

PAI GOW (high limit game Bat Wing table – Table Limit \$100-\$5000)

<u>Wager</u>	<u>Collection</u>
\$100 – \$3000	\$2
\$3100 – \$5000	\$3
Player-Dealer	\$5
2 nd Player-Dealer	\$3

Maximum bet - \$5000 per betting square

Bets must be made in \$100 increments – Only \$100 chips and larger allowed

Continued

ASIAN GAMES COLLECTION SCHEDULE

(January 1 – June 30, 2005)

Page 3

PAI GOW (high limit game Bat Wing table – Table Limit \$200-\$6000)

<u>Wager</u>	<u>Collection</u>
\$200 - \$3000	\$2
\$3100 - \$6000	\$5
Player-Dealer	\$10
2nd Player-Dealer	\$5

Maximum bet - \$6000 per betting square

Bets must be made in \$100 increments – Only \$100 chips and larger allowed

SUPER PAN 9 (Table Limit \$10-\$300)

<u>Wager</u>	<u>Collection</u>
\$10 - \$100	\$1
\$110 - \$200	\$2
\$210 - \$300	\$3
Player-Dealer	\$1

Maximum bet - \$300 per betting square

Lucky Chances Collection Rates - Asian Games

Double Hand Poker (Pai Gow Poker)

\$10 - \$200 Limit	
Wager	Collection Fee
\$10 - \$100	\$1
\$105 - \$200	\$2
Player-Dealer	\$1

\$100 - \$1000 Limit	
Wager	Collection Fee
\$100 - \$200	\$1
\$300 - \$500	\$3
\$600 - \$1000	\$5
Player-Dealer	\$3

\$40 - \$500 Limit	
Wager	Collection Fee
\$40 - \$200	\$1
\$220 - \$500	\$2
Player-Dealer	\$3

Pai Gow (Tiles)

\$10 - \$1000 Limit	
Wager	Collection Fee
\$10 - \$1000	\$1
2nd Player-Dealer	\$2
Player-Dealer	\$3

\$100 - \$5000 Limit	
Wager	Collection Fee
\$100 - \$3000	\$2
\$3100 - \$5000	\$3
2nd Player-Dealer	\$3
Player-Dealer	\$5

\$20 - \$2000 Limit	
Wager	Collection Fee
\$20 - \$1000	\$1
\$1020 - \$2000	\$2
2nd Player-Dealer	\$2
Player-Dealer	\$5

\$200 - \$6000 Limit	
Wager	Collection Fee
\$200 - \$3000	\$2
\$3100 - \$6000	\$5
2nd Player-Dealer	\$5
Player-Dealer	\$10

\$40 - \$4000 Limit	
Wager	Collection Fee
\$40 - \$2000	\$1
\$2020 - \$4000	\$2
2nd Player-Dealer	\$2
Player-Dealer	\$5

Super Pan 9	
Wager	Collection Fee
\$10 - \$100	\$1
\$105 - \$200	\$2
\$205 - \$300	\$3
Player-Dealer	\$1

Lucky Chances Blackjack	
Wager	Collection Fee
\$10 - \$100	\$1
\$105 - \$200	\$2
\$205 - \$300	\$3
Player-Dealer	\$1

Lucky Chances Collection Rates - Poker Games

Limit Hold'em

\$3-\$6 Limit, \$6-\$12 Limit, and \$9-\$18 Limit	
Number of Players	Collection Fee
7 or More	\$3
6	\$2
5 or Less	\$1
Jackpot Collection	\$1

\$20 - \$40 and \$40 - \$80 Limit	
Number of Players	Collection Fee
7 or More	\$7 per Half Hour
6	\$6 per Half Hour
5 or Less	\$5 per Half Hour
Jackpot Collection	\$1

No Limit Hold'em

\$1 - \$1 - \$2 Blind	
Number of Players	Collection Fee
7 or More	\$6 per Half Hour
6	\$5 per Half Hour
5 or Less	\$4 per Half Hour

\$10 - \$10 - \$20 Blind	
Number of Players	Collection Fee
7 or More	\$7 per Half Hour
6	\$6 per Half Hour
5 or Less	\$5 per Half Hour

\$2 - \$3 - \$5 Blind	
Number of Players	Collection Fee
7 or More	\$7 per Half Hour
6	\$6 per Half Hour
5 or Less	\$5 per Half Hour

Omaha High/Low

\$4 - \$8 Limit (w/ Half Kill)	
Number of Players	Collection Fee
8 or 9	\$4
6 or 7	\$3
5 or Less	\$2
Jackpot Collection	\$1

\$10 - \$20 Limit (w/ Half Kill)	
Number of Players	Collection Fee
8 or 9	\$4
6 or 7	\$3
5 or Less	\$2
Jackpot Collection	\$1

7 - Card Stud

\$2 - \$4 Limit	
Number of Players	Collection Fee
6 or More	\$3
5	\$2
4 or Less	\$1
Jackpot Collection	\$1

\$3 - \$6 Limit	
Number of Players	Collection Fee
6 or More	\$3
5	\$2
4 or Less	\$1
Jackpot Collection	\$1

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

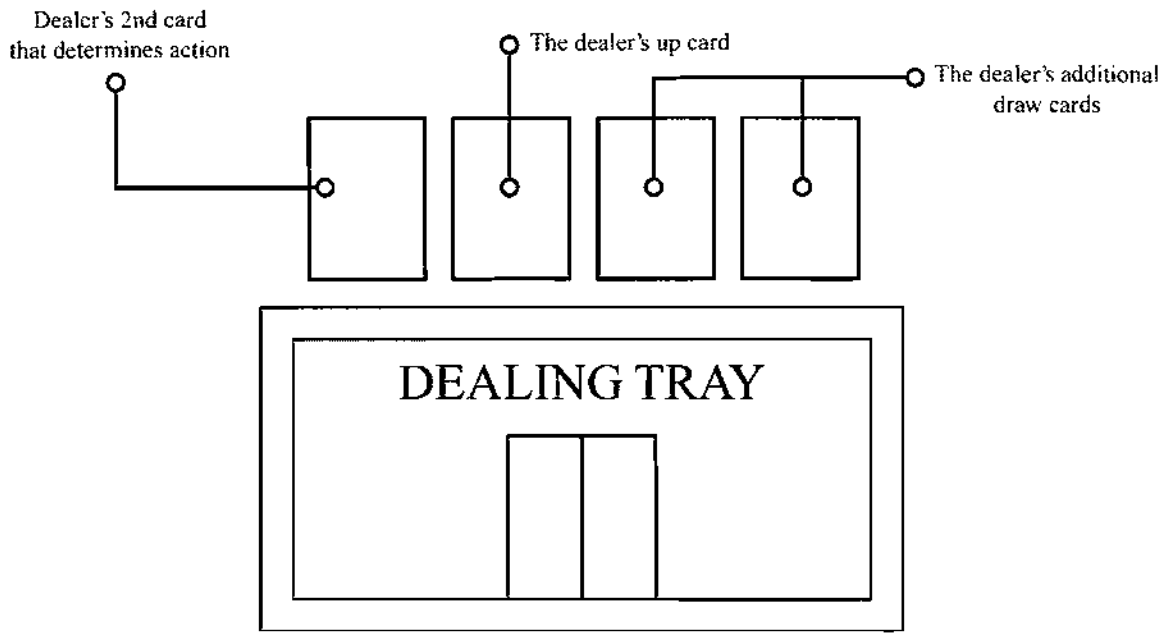
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Hard 19 or more

Must Hit on

Hard 11 or less

Have Option on

All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

WAGERING LIMITS AND COLLECTIONS

The following wagering limits and collection will apply to this game as played at Lucky Chances Casino. Wagers above \$10.00 will be in no less than \$5.00 increments.

Amount of Wager

Collection Fee

\$10-\$100

\$ 1.00

\$105-\$200	\$ 2.00
\$ 205-\$300	\$3.00
Player Dealer	\$ 1.00

As of January 1, 2007 Lucky Chances Casino has been authorized by the Gambling Control Commission to allow wagers exceeding \$200 per wager. It is anticipated that this game will not be approved for use at Lucky Chances until after January 1, 2007. If approval is issued prior to that date and Lucky Chances decides to offer the game prior to January 1, 2007 the \$205-\$300 wagering bracket will not be offered until January 1, 2007.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Surrender is not allowed.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

This game involves a Player Dealer position and is authorized by Penal Code Section 330.11. Consistent with Penal Code Section 330.11 the Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409

This game has been approved by the Division of Gambling Control.
(Attachment E)

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Seven Handed Table

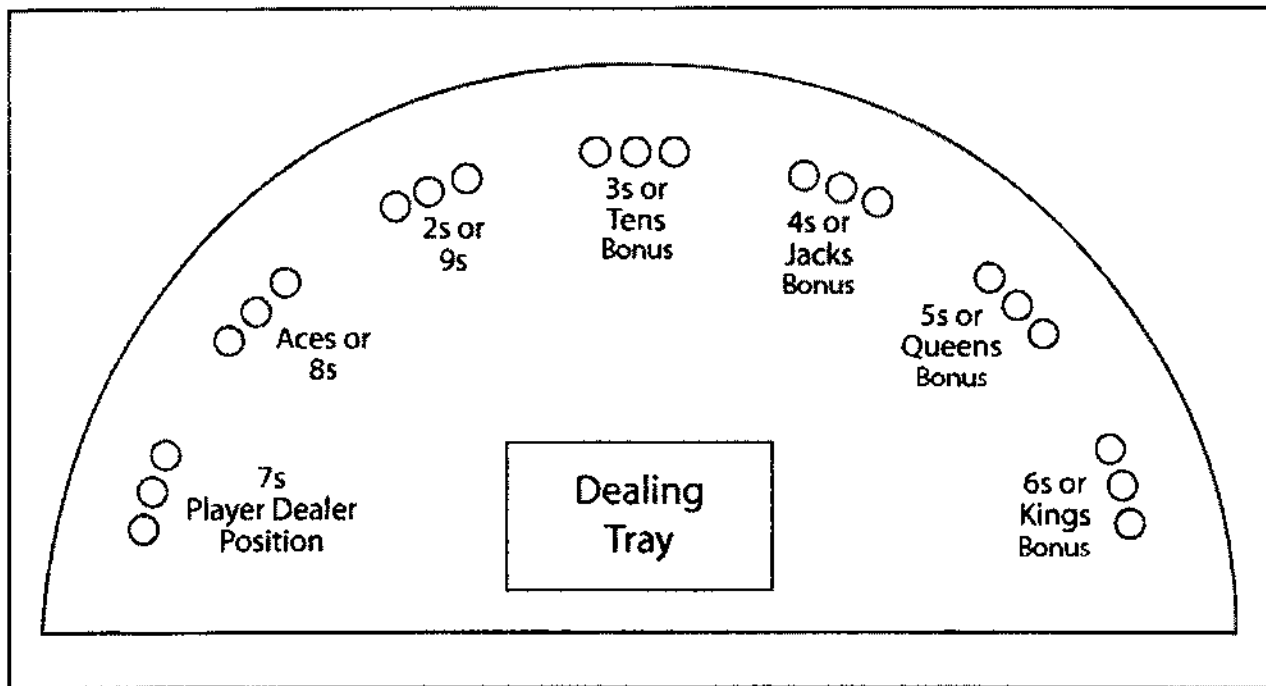


DIAGRAM #1A

Eight Handed Table

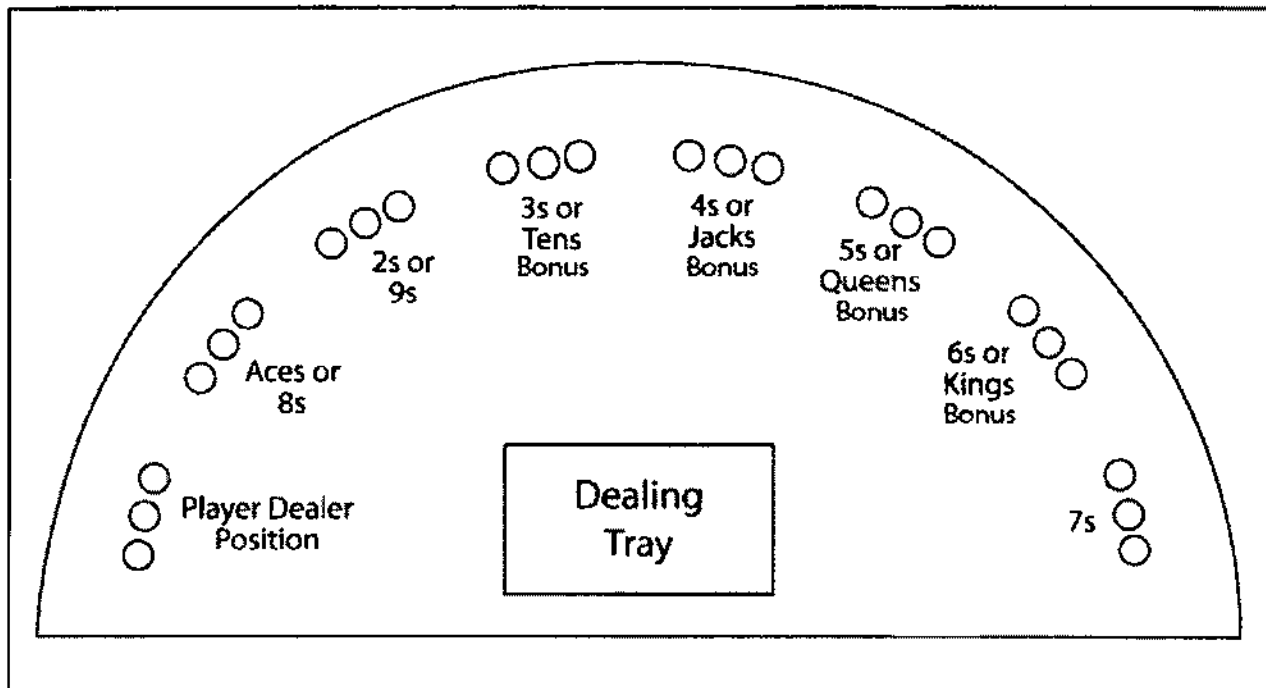


DIAGRAM #1B

